

EXPERIENCE

Bevi	Boston, MA
UI/UX Designer	Jan. 2025 – Present
<ul style="list-style-type: none">Designed on-screen Preventative Maintenance wizard reducing maintenance completion time from 60+ to 30 minutes while addressing NSF compliance issues affecting 25,000+ IoT-enabled beverage machines.Revamped service portal filtering system based on insights from 21 user research sessions with field technicians and partners, improving diagnostic and maintenance workflows for 180+ partner companies.Led end-to-end design for Countertop 2.0 machine launch, creating the complete touchscreen interface including machine installation, flavor swap, CO2 swap, and filter replacement wizards.	
UI/UX Design Intern	Jul. 2023 – Dec. 2023
<ul style="list-style-type: none">Spearheaded comprehensive UX research initiative with 25+ usability test sessions to redesign the customer-facing beverage dispense experience, transforming user insights into prototypes that improved satisfaction and usability.	
Ronik Design Agency	Brooklyn, NY
UX Design and Web Development Intern	Aug. 2024 – Dec. 2024
<ul style="list-style-type: none">Built a gate pass tracking dashboard for NYC’s <u>JFK Airport</u> to manage employee access requests and replace manual workflows across 100+ terminal businesses, using Figma, JavaScript, and CSS.Designed interactive webpage for <u>Ecolab</u>’s global Water for Climate campaign published on <u>Thomson Reuters</u>+, creating data visualizations that communicated sustainability solutions to operations and sustainability executives.	
Northwestern Mutual	Milwaukee, WI
UX Design Intern	May 2024 – Aug. 2024
<ul style="list-style-type: none">Designed interactive web pages for Financial Planning Experience system used by 8,000+ financial advisors, optimizing insurance and investment plan creation workflows for 5+ million clients nationwide.Conducted UX audit across 3 Planning Solutions platforms, identifying 40+ inconsistencies and delivering unified design system solutions that reduced design debt, standardized UI components, and aligned 3 separate design teams.	
Sandbox	Boston, MA
Head of UX, UI/UX Designer	Aug. 2022 – Dec. 2024
<ul style="list-style-type: none">Directed 19-person design team through structured critique sessions and skill-building workshops, fostering collaboration and elevating design standards across student projects.Designed wireframes for Boston’s <u>Museum of Fine Arts</u> form automation platform, streamlining workflows for 1,000 employees by digitizing paper-based processes.	
HackBeanpot, Inc	Boston, MA
Software Engineer, UI/UX Designer	Apr. 2023 – Apr. 2024
<ul style="list-style-type: none">Designed and developed responsive main and live event sites with Figma, TypeScript, and React.Organized 175-person Boston-area hackathon, managing hacker merchandise and experience.	

TECHNICAL SKILLS

Design Tools: Figma | Sketch | Zeplin | Abstract | Adobe Illustrator | Photoshop | InDesign
Technologies: JavaScript | TypeScript | React | Node.js | HTML/CSS | Git | Python | SQL

EDUCATION

Northeastern University	Boston, MA
B.S. in Computer Science and Design GPA: 3.8/4.0	Sept. 2021 – May 2025
Relevant Coursework: Human-Computer Interaction Interaction Design Information Design Software Engineering Algorithms and Data Object-Oriented Programming Web Development Data Visualization Database Design	